

United States Patent Application  
Name of Invention: Blind Choice  
A Marble and Dice Game  
Inventor: Jack Martin, 6132 Choctaw Dr.,  
Westminster, CA, 92683  
United States Citizen  
Application Number: 09/931,628  
Art Unit # 3713  
Filed: August 14, 2001  
Primary Examiner: Alex P. Rada

### SUMMARY

The present invention is a marble and dice board game apparatus that satisfies the aforementioned needs. The present invention provides a game board and method of play that allows skilled players to enjoy the game while maintaining their interest while competing against other skilled players while devising and implementing a strategy to win; while combining luck and skill in such a manner, in the game, so as to allow both skilled and unskilled players to compete both separately and together, thus keeping the interest of the skilled player and also allowing luck and chance to give the unskilled or younger players a chance at winning the game. This also allows the game to remain simple enough for the younger players to not only compete but to actually enjoy playing the game.

The present invention is a marble and dice apparatus which can be made of any type of rigid or semi-rigid material of sufficient thickness to make rounded perforations of sufficient size and depth so as to hold one marble per each precise perforation. This marble and dice game board comprises a multi colored board divided into four triangular sections with two inner circles, one within another. The perforations are spaced twenty-five per each section, plus eight per the white inner and one per the black central circle inside the white circle.

The marble and dice game includes in total:

- (A) One game board
- (B) One cloth bag for marbles
- (C) One die
- (D) One set of rules
- (E) One black marble
- (F) Eight white marbles
- (G) Twenty-five blue marbles
- (H) Twenty-five red marbles
- (I) Twenty-five green marbles
- (J) Twenty-five yellow marbles

Method of play commences by players placing all marbles into cloth bag, then placing themselves in front of game board. Thus each player will in front of one color. Each player rolls die, highest number shown on die goes first. That player picks color to play; the color on the game board is placed in front of him. Each other player plays the color that ends up in front of them. The first player then rolls the die, the number on the die is the amount of marbles the player must pick from the cloth marble bag without looking inside the bag. The player then places marbles he has picked onto corresponding color on game board apparatus. Each successive player does the same as play of game commences. The object of the game is for one player to place all their twenty-five colored marbles on their own section first in accordance with the rules of the game.

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**SUMMARY- continued**

This player then wins the game. In case of tie players roll die, highest numbers wins.

The present inventions, method of play is clockwise and allows two to four players per session. All marbles in this game are to be kept in the cloth marble bag until each marble is played. When a player finishes their turn, the bag of marbles and die must immediately be passed clockwise to the next player for continuation of play. When a player picks marble(s) from bag, the amount of marbles must be shown before placing them on the game board. When an excess of marbles are picked they must be placed back in the bag and the player picks again making sure to pick the correct number of marbles. Players are instructed that the eight white marbles and the one black marble are wild marbles and must be played accordingly when picked. Should a white marble be picked it is to be placed in the perforation in the white circle in the section of the player who picked it. Each player's section has a total of two perforations for white wild marbles, which makes a total of eight perforations in the white circle for the eight wild marbles. If a player's two white marble perforations become filled then any additional white marble that is picked by that player can then be used as one of their own colored marbles.

During the regular course of the game when a white marble is picked it is used as a wild marble. When a player picks a white marble they place it on the game board, the player then receives another turn. If a player should pick the black wild marble they place in the black circle perforation and then are allowed to remove all their opponent's marbles from the game board and place them back in the cloth bag. A player also has the option of not using the black marble. The player may opt to place the black marble back in the bag for future use in the game. Once a wild marble has been placed on the board it cannot be taken off or used again, unless it is a white wild marble being used in place of a player's own colored marble as explained earlier. A player can only use one wild marble at a time. Should a player pick more than one wild marble at a time, the player must choose only one wild marble and place the other wild marbles back in the bag. In every instance where the player rolls the die and manages to roll the # 1 they get another turn. If only two or three players are playing then only two or three colors are played. The remaining colored marbles are left out of the game. This does not include the wild marbles. In the course of the game you happen to roll the #1 and then pick the black marble you automatically win the game.

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**SUMMARY- continued**

The player who fills their colored section first with their own colored marbles following the rules of the game set force wins the game. In case of a tie, the players who are tied roll the dice, the highest number wins.

The combination of luck in the roll of the die and the skill in the use of the wild marbles provides for a game board apparatus and method of play that is skillful, competitive and enthusiastic. Both adults and younger players see much in this game to gain their interest and cause enjoyment.

**DRAWING - (Fig. 1)**

Fig. 1 shows a top plan view of the present invention, which is a marble and dice game board apparatus. Fig. 1 notes the dimension and measurements incorporated in the design of the game board apparatus. Also depicted are the exact placement of the perforations which hold the marbles used in the present invention. Additionally indicated are the four triangular shaped sections and the colors they will incorporate. Note also the two central sections, the outer circular section which will be white with eight perforations and the inner circle which will be black with one perforation at the exact center of the game board apparatus.

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#### DETAILED DESCRIPTION

Referring to fig. 1, an overhead view presents the game board apparatus in its whole concept. A marble and dice game board consisting of a rigid board whose dimensions are 16" long by 16" wide, consisting of crescent 15cc chip board 1/8" triple thick. Upon observing fig. 1 it will be noted that said game piece has four outer borders, each precisely 1 3/8" wide. All four borders are colored completely black. On each border, printed in white letter, is the name of the marble and dice game, "Blind Choice". It will also be observed in fig. 1 that starting from the corner of each border continuing in a striate line to the outer circular area of the game board piece is a black line dividing or separating the game board into four equal triangular or pie shaped sections. Each section is designated a different color. One section will be blue, the next section red, the next green and the last section will be yellow. Each triangular section contains twenty-five perforations. Each of these perforations is perfectly fitted to hold one standard size marble. Each perforation on the game board apparatus is 3/8" in diameter. Each perforation in the triangular sections is 7/8" apart from every other perforation in the section.

Referring to fig. 1 again it will be noted that the central area of the board game apparatus, where all four triangular sections meet, there is a circular area with eight perforations. This circular area will be white. It will also be noted that each triangular section contains two perforations, in addition to the twenty-five perforations referred to earlier, in the white circular area. As shown in fig. 1 within the circular area is a circle or round area, which is black. Inside this black circle is one perforation which lays at the exact center of the game board apparatus. The white circular area is 3" in diameter and the black circle is 1" in diameter.

Referring once again to fig. 1, each triangular section has a specific color which are blue, red, green and yellow. Each triangular section consists of twenty-five perforations placed in a precise manner of rolls. The bottom roll, closet to the player, consists of nine perforations. The second roll consists of seven perforations. The third roll consists of five perforations. The forth roll consists of three perforations. The fifth roll consists of one perforation. This order forms a pyramid shape conforming to the dimension of the triangular section. Each triangular section has an

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**DETAILED DESCRIPTION- continued**

equal and exact placement of perforations. The total number of perforations, including those in the two inner circles, is 109, which is the exact of marbles used in my invention.

The path of play and method for this invention is to roll the die, the highest number chooses their color and goes first. The game can consist of two to four players. What is claimed is:

(1) A method of playing a marble and dice board game comprised of:

(a) A marble and dice board game apparatus with multi colored triangular shaped sections and perforations perfectly sized to fit any standard sized marble 3/8".

(b) Having perforations placed within the appropriate sections, which are color coordinated with game piece marbles.

(c) Forming a continuing operation of play pursuant to the rules of the game.

(d) Player positions for up to four players.

(e) One cloth drawstring bag container for marbles.

(f) One die for play of game.

(g) One black marble.

(h) Eight white marbles.

(i) Twenty-five blue marbles.

(j) Twenty-five red marbles.

(k) Twenty-five green marbles.

(l) Twenty-five yellow marbles.

(m) One marble and dice game board apparatus.

(n) One set of rules for marble and dice game.

(2) A method of playing marble and dice game according to claim 1:

(A) The present invention can be played by two to four players.

(B) Marble and dice game is played clockwise.

(C) All marbles are to be kept in the cloth bag until they are picked during the play of the game.

(D) Players are not allowed to look into the cloth bag when picking their marbles.

(E) After a player rolls the die, picks their marbles and finishes their turn they must immediately pass the marble bag and die to the next player.

(F) When a player picks marbles from the bag they must show how many they picked. If a player picks too many marbles by mistake they must place them back in cloth bag and pick again.

(G) Each player rolls the die to see who goes first. Highest number goes first. That player picks number of marbles indicated by the die. If the player picks more than one colored marble they may choose the color they wish to be. That color on the board will be placed in front of them. The other players will play the color that is in front of them.

(H) Each player rolls the die when it is their turn. The number they roll is the amount of marbles they pick from the cloth bag. They must then place each marble they pick on its own color. If a player picks a white marble they get to roll the dice again. The number on the die is the amount of marbles they will take from each opponent and place back in the cloth bag.

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**DETAILED DESCRIPTION- continued**

(I) If a player picks black marble then all their opponents' marbles are taken from the board and placed in the bag. The player also has the option of not playing the black marble, they can place it back in the bag to be played later in the game. Once a white marble or the black marble has been played on the board it cannot be used again.

(J) Each colored section on the board has two perforations for the white marbles. After these perforations have been filled with white marbles by the player each additional white marble that player picks can be used as one of his own colored marbles and placed in his triangular section. This white wild marble can only be taken off the board by the black eliminator marble.

(K) When you use the white marble as a wild marble it is still an eliminator marble so you roll the die to see how many of your opponent's marbles to remove from the board.

(L) When a player removes their own marbles from the board they must show how many marbles they have taken off before putting them back in the cloth bag.

(M) If a player picks more than one white and/or black marble they can only use one and must put the other wild marbles back the bag.

(N) If a player picks a white marble and/or black marble and there are no opponent's marbles on the board then the white and/or black marble must be placed back in the bag.

(O) If a white marble is played and your opponent has less marbles than the number shown on the die you can only take the marbles your opponent has on the board. He does not owe the rest.

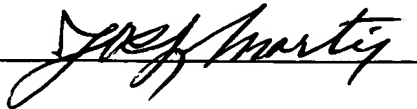
(P) If just two or three players are playing then you only use two or three colors (marbles) plus all the white and the black marble.

(Q) Every time a player rolls a number one they get another turn. This rule does not apply to white marbles.

(R) If you roll a number one during the game and you pick a black marble you automatically win the game.

(S) The player who fills the board first with all their colored marbles, and/or white marble substitute, wins the game. In case of a tie the players roll the die and the highest number wins.

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